

**GENERATING A SHADOW FOR A  
THREE-DIMENSIONAL MODEL**

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**ABSTRACT**

A shadow for a three-dimensional model having an infrastructure that includes a bone is generated by projecting the bone onto a surface and generating the shadow on the surface based on a projection of the bone. Projecting the bone includes drawing lines from the virtual light source, through points on the bone, onto the surface and connecting points at which the lines intersect the surface.

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